

"HE-MAN MUTANT" (018) (outline) (First Draft)

THE NEW ADVENTURES OF HE-MAN

(#018)

ACT ONE

1. EXT. primus

A merchant spaceship approaches the Shield protecting Primus, sending out a distress signal. With some reluctance, Hydron and Flipshot who are on patrol, authorize the Shield to be opened to admit the ship. Suddenly the cargo hatch of the ship opens -- and a half-dozen Mutant fighters zoom out on an attack course for Ondor.

2. ext. oasis

Adam is visiting Drissi and Caz when the alarm is sounded. Quickly he makes his excuses, then transforms into He-Man.

3. ext. ondor

The Mutants land a small force on the outskirts of the city, and battle their way toward the headquarters of the Council. He-Man and the others arrive in time to re-enforce the Council's defenses. After a fierce battle, the Mutants retreat back to Nodor -- all except for one of their fighters. Karatti and Hoove have been left behind, when their fighter apparently malfunctions.

4. int. ondor - outside council chambers

Hydron and Flipshot, manage to capture Karatti and Hoove in the Ondor, redeeming themselves for their error. As they are led to jail, Karatti and Hoove, far from being dejected at their capture, are laughing and taunting their captors.

4. int. ondor

After locking Hoove and Karatti in cells barred by energy streams, He-Man and the others ponder Karatti's remark that "in twenty-four hours we'll be free -- and you'll be history!" They are even more concerned when Hydron reports that the Mutant fighter is working perfectly. Obviously Karatti and Hoove were here on a mission. The question is: did they succeed before they were captured?

5. int. NORDOR

Flogg and the other Mutants in the attack force return to Skeletor, reporting the capture of Hoove and Karatti. Skeletor chuckles, and says that before they they hid the Disrupter Bomb in the Council Chambers. soon the Shield will be down -- for ever!

6. int. ondor - scientists lab

Growing aware that the Mutant attack was only a subterfuge for some darker purpose, He-Man wishes there was some way of finding out what new scheme Skeletor has up his sleeve. Alcon and Gepple arrive with some news: there may be a way.

After arguing over who invented what, the scientists tell He-Man that they've created a "Mutator," a machine that will alter the human molecular structure. Initially designed to heal wounds, it could be used to turn a normal Priman into a Mutant -- but in appearance only, Alcon quickly adds. The person transformed will only look like a Mutant, and the process can be reversed later. He-Man realizes that he can become a Mutant, pretend to free karatti and Hoove, and join Skeletor's motley crew to discover what his plan is! But Mara is not convinced. She insists on a demonstration.

In a comedic comedy of errors, each of the four scientists insists that one of the others have the "honor" of making the first test.

While the are debating, Drissi and Caz arrive with an Oasis pet, a cat-like animal, small and cuddly. Krex places the animal in a chamber like those in The Fly. Gauges quiver, lights flash and an electronic hum fills the air. The door of the chamber opens -- to reveal a huge, snarling, mutant lion-like beats! The scientists run for cover as the beast bounds around the room, scaring everyone and making a mess of the lab. He-Man grapples the animal from behind -- and Drissi is able to calm the brute, which she recognizes is -- if possible -- almost as frightened as the scientists! The process is reversed and the animal returns to its former self, none the worse for the experience.

Seeing the machine really works, Alcon boldly steps into the chamber to demonstrate the Mutator. After a similar display, emerges as a bulbous-nosed, white-faced clown-mutant, complete with large floppy feet that he keeps tripping over! Alcon stumbles his way back into the Mutator chamber and emerges as himself -- as the other three scientists debate whether or not it's an improvement.

He-Man steps into the chamber and asks the scientists to transform him into a Mutant. Mara pleads for him to wait for Sebrian, but too late -
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The gauges flicker and lights flash. Out of the chamber steps -- a mutant He-Man! His skin is mottled and green, his muscles like knotted cords, his body misshapen and his face an evil-looking mask. Nevertheless, we recognize He-Man behind it.

As the others marvel at the transformation, a change comes over He-Man. He looks around from side to side like a paranoid bull, then growls angrily and starts smashing the lab! Before anyone can stop him, He-Man has smashed the control console for the Mutator and run out! His sword lies on the floor.

7. int. ondor - prison area

He-Man, moving like an animal, scattering people in fear, manages to get to the cells holding Karatti and Hoove. He stares at them, at his own reflection in a glass, and says: "I...am like you!" And he seizes the barrier beam controller and trips it from the wall, freeing the Mutants! Karatti knows an ally when he sees one: "Come with us, big fella -- there's someone you've gotta meet!"

8. ext. PRIMUS SPACEPORT

He-Man, Karatti and Hoove arrive. Hydron and Flipshot try to prevent the Mutants from escaping, but are overpowered and forced to guide the Mutants through the Shield in a Bolajet and head off. Hydron and Flipshot think there is something "familiar" about this new Mutant, but don't realize it is He-Man. The Bolajet speeds to Moon Nordor.

9. int. ondor - scientists LAB

Apprised of He-Man's breakout and flight by Hydron, Sebrian urges the scientists to repair the Mutator. Gepple runs some tests and determines that, because He-Man is from long ago and far away, the Mutator had this unexpected effect on him...he has become a Mutant in his mind as well as his body! Caz, Drissi and Mara worry about He-Man. Especially when Sebrian says that unless the process is reversed within twenty-four hours, He-Man will never return to his former self.

10. int. nordor - SKELETOR'S HQ

The Mutant gunners hold their fire as Karatti radios Skeletor from the Bolajet. Skeletor is anxious to meet this "super-Mutant" who rescued his minions from captivity. Skeletor looks closely at He-Man: "Haven't we met somewhere?" Then he says: "If you wish to join me, you must prove your loyalty."

Hydron and Flipshot are brought before Skeletor and the other Mutants in chains. Skeletor points to Hydron and Flipshot, and tells He-Man: "Destroy them!" Obediently, He-Man grabs Slushhead's laser axe and raises it over Flipshot and Hydron!

END OF ACT ONE

ACT TWO

11. int. nordor - SKELETOR'S HQ

Just as the mutant He-Man is about to deliver the fatal blow, Skeletor raises his hand. "No need to make a mess in my chambers. My cleaning mutant has the day off. Besides, we may have a use for them later." Skeletor puts his arm conspiratorially around He-Man's shoulders: "I hear you know your way around Primus. Perhaps you'd like to lead my invasion!"

12. int. ondor - scientists LAB

Desperately, the four scientists reassemble the Mutator control console, using scrounged parts, running around and bouncing off one another like a Chinese fire drill, as Sebrian and Mara watch worriedly. Finally, Alcon announces: "There! Good as new!" He flips the switch - - and is rewarded by a shower of sparks and an explosion. The smoke clears to reveal Alcon in blackface, beginning to blame Gepple, Krex, and Meldoc. Sebrian turns to Mara, saddened: "There is no way we can ever get He-Man back."

13. INT. SKELETOR'S SHIP

As it approaches Primus. With Flipshot and Hydron bound in chains, Flogg and the others look questioningly at Skeletor. How are they going to get through? Skeletor assures them that -- he looks at his Skeletor-faced watch -- Phase Two of his plan is about to go into effect.

14. int. ondor - Spaceport

Hidden within the captured Mutant fighter, a bomb-like device registers a countdown toward zero. Then -- it goes off! But, instead of exploding, little dish antennae branch out, emitting visible waves.

15. int. ondor - council chambers

As the Council members lie concentrating. We see the visible rays pass through the walls of the city, entering the council chamber. The Council members get up, holding their heads. They cannot concentrate! They cannot even think! Soon the Shield will go down!

16. ext. primus - ON THE SHIELD

Sure enough, the Shield begins to disintegrate! With Skeletor's ship in the lead, we see the Mutant ships behind him. As the Shield dissolves, Skeletor's ship heads down to Primus.

17. int. ondor - council chambers

Skeletor strides into the Council chambers like a conquering Emperor, with the mutant He-Man, Flogg, Karatti, Hoove and the others. The assembled Council, along with Sebrian, the scientists and Mara face him. Skeletor gestures to the twinkling lights of his armada, poised above Primus. "You cannot raise the Shield. You have no choice but to surrender to me...Emperor Skeletor the First, Last and Always. Ohhh, I love the sound of that!"

Caz and Drissi enter, and seeing the mutant He-Man, react. Caz runs over and starts pummeling He-Man, near tears in his anger. As He-Man raises his hand to strike the boy, Drissi pulls Caz away, looking deep into He-Man's slitted yellow eyes. "He-Man, I can't believe you would do this! Don't you remember who you are?" At that point He-Man seems about to strike Drissi -- but then something deep within stops him.

He-Man shakes his head, as if trying to clear it. Faintly, the Sorceress appears, calling to him, telling him that the power is within him to become who he was.

Drissi pulls He-Man's sword out, and hands it to him. There is a moment of uncertainty, then He-Man begins to transform back into his old self! Skeletor, inspecting his new domain, looks over. "He-Man? I thought I knew you from somewhere!"

Suddenly, He-Man grips his sword, raises it: "By the Power of Eternia - I have the power!" The last of his mutant appearance disappears, and

He-Man springs into action. Laser blasts fly as the Mutants and Skeletor react! Skeletor orders his ships to attack. Without the Shield, Primus is defenseless.

But where is the Disrupter? Suddenly He-Man realizes that the two Mutants "hid" it in the most obvious place -- where no one would look -
- within their captured fighter. He races for the Spaceport.

18. ext. primus - on the shield

As the Mutant battle force heads toward the defenseless planet. In moments they will be past the place where the Shield was.

19. int. ondor - spaceport

He-Man finds the Disrupter bomb. Quickly the Council members get their act together in time to throw up the Shield as Skeletor's fleet moves to attack.

There's a pitched battle on Primus and in the air above it as Bolajets streak to rout the invaders.

Skeletor, whipped once again by He-Man and the Power of Good, turns tail and runs, blasting out of Primus air space as the last part of the Shield goes up, clobbering the rear of his ship in the process.

20. ext. oasis - later

He-Man, Drissi and Caz as with the animals. They notice that one of the animals, a rough-looking beast, is being very gentle with a youngster of the group. Caz remarks that the rough beast certainly doesn't look like the gentle kind. Drissi looks over at He-Man and smiles, saying "looks aren't what count, Caz -- it's the soul within that makes the true man." He-Man smiles back at her understandingly, and we FADE OUT.

the end